## Ke'lshan Planetary Force Army List 1.2 (Experimental)

Kelihau have a strategy rating of 3 Crisis, Hazard, R'Yarna, Yeshra, Riptide, Manta initiative 1+ All other formations 2+

# Ke'lshan Planetary Force

Ke'lshan Core Formations				
Ke'lshan Swift Protetor Wing Cadre	4 XV9, Shas'el	250		
	4 XV9PSR , Shas'el	250		
	4 XV9-01, Shas'el	275		
	4 XV9-04, Shas'el	275		
Ke'lshan Fire base	4 XV88 Broadsides ,	200		
Support Cadre	1 Ke'lshan XV107 R'Varna	300		

Upgrades
XV9, XV8 , XV109, XV25, Shas O, Marker Drones, Gun Drones
Gun Drones, XV107 Shas'el

Ke'lshar	1 Support Formation	s
Th	ree for each support formation	
Drone-Net VX1-0	4 Gun Drones, 2 Sniper Drones, 2 DX-6 Remora	175
Ke'lshan R'Varna Cadre	3 Ke'lshan XV107 R'Varna , Shas'el	350
Ke'lshan Hunter Cadre	6 Ke'lshan fire warriors , 3 Gun drones  Or 4 Ke'lshan Fire warriors, 2 Devilfish , 4 Gun Drones	200
	4 Ke'lshan Fire Warriors, 2 Path finders, 3 Devilfish	250
Retaliation Cadre	4 XV8 Crisis , 1 Ke'lshan XV107	300
Retailation Cana	5 XV8 Crisis suits	250
Nighthunter Stealth Group	4 XV25 stealth suits , Shas'el	225
TX7 Interdiction Cadre	3 Ion or Fusion Hammeheads, 1 Skyray Or 4 Hammerhed Railguns 4 Fusion Hammerheads, 1 DX-6 Remora	225
	3 Hammerhead Railguns , 1 Skyray	275

Uppgrades
Marker Drones
XV107 Shas'O
Ethereal, Bonded team, Fire Warriors , Ion Head, Fusion Heads, XV 109 , Marker Drones , Skyray, Pathrinders
Shas'el , Shas'O , XV8s, XV15, XV25, Gun Drones
XV25, Gun Drones
Ion Heads, Fusion Heads, Rail Heads, Skyray, DX-6 Remoras

Air and Heavy Ground Support					
Up to one third of th	e total points may be spent on Air and a Ground Support	Heavy			
Ke'lshan KX139 Supremacy	1 Ke'lshan KX139	325			
Tiger Sharks Squadron	2 Tiger Sharks	175			
Barracuda Squadron	3 Barracudas	200			
Orca Dropship	1 Orca	150			
Spacraft	Protector Class Cruiser	200			
Manta Dropship	Manta	575			
AX-1-0 Squadron	2 AX-1-0 Tiger Sharks	350			

Uppgrades
XV104 Riptides, XV88 Broadsides
Gun Drone Squadron, DX-6 squadron
None

	Upp	grades		
Shas'O	Replace a Shas'el with a Shas'O character +75	Sniper Drones	Add 2 Sniper Drones +25	
Shas'el	Shas'el Add a Shas'el character to the formation +50		Add 2 Ion Hammerheads +75	
Etheal	Add a Etheral character +50	Fusion Heads	Add 2 Fusion Hammerheads +100	
Bonded Team	Bonded Team Formation gains the effect of "Leader" +25		Add 2 Railgun Hammerheads +100	
	Add 2 Firewarriors +50 or Add 2 Firewarriors	Skyray	Add a Skyray +100	
Fire Warriors	1 Devilfish +75 or Add 4 Firewarriors +100 or Add 4 Firewarriors 2 Devilfish +125	XV9s	Add 1 XV9 +50 or Add 2 XV9 +75	
Pathfinders	Add 2 Pathfinders 1 Devilfish +100	XV8s	Add 1 XV8 +50 or Add 2 XV8 +75	
Gun Drones	Add 2 Gun Drones +25	XV88 Broadsides	Add 2 XV88 + 100 or Add 4 XV88 +175	
Marker Drones	Add 2 Marker Drones +50	A V 88 Broadsides	Add 2 XV88 + 100 or Add 4 XV88 +1/5	
DX6-Remoras	Add 2 DX-6 Remora +100	XV15s	Add 2 XV15 +75	
Drone Squadron	6 Gun Drones +100 or 4 DX-6 Remora +200	XV25s	Add 2 XV25 +100	
XV107	Add 1 XV107 R'Varna +100	XV25 Uppgrade	Replace three XV15 with three XV25 +50	
Tetras	Add 2 Tetras +50	XV109	Add 1 XV109 YVahra +100	
Piranhas	Add 3 Piranhas +75	XV104 Riptides	Add 2 XV104 Riptides +200	

## Special Rules

#### Coordinated fire

Coordinated fire

The Tau are masters of ranged warfars and have several very experience (lighters and special) equipped troops that are able to lead other. Tau or an attack, expertly directing their fire gainst the foc, that Tau are expectally adapt a conflantaf fire. Tage units a selection of their firest present able with their dasely coordinated fire. Some units are noted as being able to all in coordinated fire. These units can order up to two other formations within 15cm that have not taken an action this turn, and which are not booken, to follow their own formation when they take an advance, doubte or sustained fire action. Formation don't where to say within a given distance of each other and will complete their actions one after the other. Each formations section is declared and resolved (including testing to see if the target formation is broken) before moving on the near 12m formation.

Note that units with this ability confer the Coordinated fire ability to any formation that why formation that when the part of the coordinated fire ability to any formation that when the part of the coordinated it readily to any formation that they have been dead to a Fire Warrisc Calva, adds the Coordinated Fire ability to all units in the Cadie. units in the Cadre.

#### Markerlights

Markerlights are devices carried by many types of Tau infantry and vehicles. They allow their user to mark out enemy targets electronically, so that they can easily be targeted and engaged by other friendly units. Some Tau weight, so the self-guided projectiles that can only be fired on targets marked by a markerlight.

All enemy formations with at least one unit within 30cm range and Line of Fire (L.OF) of at least one Tau unit with the marketilghts ability are considered marked. When shooting at a marked formation, all ranged firepower attacks add +1 to their to-hit roll.

## Tau Jet Packs

Tau Battlesuits and Drones make use of powerful and sophisticated jump packs. These allow them to pounce or the enemy and strafe them before retreating again out of range of the survivors' retribution.

## T'au Deflector Shields

Tau deflector shidds work in a different way to Imperial or Ork. shidds in that they do not absorb the incoming energy, but are shaped and positioned in such away as to deflect the incoming fire (bases the designation). A further noteworthy trait is that the shidd's response will be proportionally more powerful with the energy of the attack.

Tau deflector shidds work like an invulnerable save in all respects, except that this invulnerable save is always at 5+.

## Tiger Shark Drone Transport

Tiger Shark Squadrons may be given a Drone formation to transport. Transported Drone formations may be split across multiple Tiger Sharks as an exception to the normal attential transport rules. The Tiger Sharks cannot land, make an engagement, or embark units, but can disembark transported Drones after an approach nowe. The Drone formation may shoot when it disembarks as normal (see Transported Grone of the major should be supported by Transported Gronoud Units), and counts as having activated for that turn. After this initial deployment the Drones are a completely independent formation. Drones being transported by Tiger Sharks do not generate blast markers for being destroyed until after they are disembarked.

The column											
March											
March				Armour			Weapon				
March   Old   Sch										Character.	
The color of the					n/a			n/a	n/a	Coordinated Fire, Leader, Communder	
Styling											
100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100											
2006							Pulse Submunition Rifle	15cm	BP1 IC	Tau jet packs ,	
Columbia roads   Life   19th										Tau deflector shield,	
Continue		lui .		5+	6+	5+					
Marchen   March   Ma							Palse carbine	15cm	AP5+D	Coordinated fire	
March   Marc					6+					Tau Jetpacks Scout, Markerlights, Tau Jetpacks	Coord
No.										Tau Jetpacks	
NYTH SAME	XV8 Crais	leë.	20cm	3+	5+	5+	Twin Plasma Rifles	30cm	AP4+/AT6+	Invulnerable Save	
Colden NOTO   Mr.   Sheet   See   No.   No.   Sheet   See   Sheet	XV15 Stealth	lof .	20cm	5+	6+	5+	Twin Fusion Silenced Burst Cannons	15cm 15cm	MW4+ AP4+ D	First strike,Scout,	
Column 2007										Markerlights, Tau Jetpacks, Reinforced Armor,	
Total   197   Price   197	Kelshan XV25	Inf	20cm	5+	6+	5+	XV25 Barst cannon	15cm	AP4+, D	Reinforced Armour	
Pauls							XV25 Fusion Blaster	15cm	MW6+	First Strike	
Pauls	Tetra	LV	35cm	5+	6+	6+	Tetra Pulse Rifles	30cm	6+	Scout, Skimmer, Markerlights, Coordinated fire	
Michael   Mich		LV	35cm	5+	6+	6+	Seeker Mitteles			Skirmmer	
Note   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100   100	DX-6 Remon	LV	30cm	5+	6+	6+	Long-barrel Burst cannons	30cm	AP4+	Scout, Skimmer, Markerlights, Tau	
Defide Trappers	XV88 Broadside	LV	15cm	4+	6+	5+				Jerpacks	
International	Devilish Transport	AV	Wen	5+	6+	6+					
International		-			-	-				(May transport two Firewarriers or Pathfinders)	
Train Hammarhad   AV   No.   40   54   54   74   74   74   74   74   74	Ion Hammerhead	AV	3km	4+	6+	5+					
Post							Smart Missile System	30cm	AP5+,IC		
Manual	Fusion Hammerhead	AV	30cm	4+	6+	5+	Twin Futson Cannon	30cm	MW4+		
Botto Cannon   Store   Affect   Affec	Rulem How	AV	-	4.		4:	Seeker Missiles	90cm	AT 6+, GM		
Story   AP	Kaigin Hammenda	AV	yeem	**	**	>+	Bunt Cannon	15cm	AP5+		
No.   Section	Skyray	AV	30cm	5+	6+	5+	Smart Missile System	30cm	AP5+,IC	Skinner, Markerlights	
March Description   Marc											
March Description   Marc	XV109 YVahra	WE	25cm	3+	5+	5+	Phased Plasma Flamer	15cm	MW4+, TK(1), IC	T'au Deflector Shield, T'au Jet packs, Walker, Thick Rear Armour	
Echan XV 1971  X Years  WE 28m 1s 1s 1s de Indonentier Com  Valuty trade  X Year Reputs  WE 28m 1s 1s 1s de Indonentier Com  X Year Reputs  WE 28m 1s 1s 1s de Indonentier Com  X Year Reputs  WE 28m 1s 1s 1s de Indonentier Com  X Year Reputs  WE 28m 1s 1s 1s de Indonentier Com  X Year Reputs  X Year Reputs  X Year Reputs  Year Marin From  A April Aller								and Small Arms	MW, EA	DC2 Crir Dorrowd units	
A Visited Personal Content of the							EMP Discharge Caracon	15cm	AT4+,D	within 5cm take a hit on 6+ Reinforced Armour,	
Volume   V	Krlshan XV107 R Varna	WE	20cm	4+	5+	5+	ulse Submunition Cann	45cm	2xAP3+/AT5+	Invulnerable Save, Walker	
No.							Velocity tracker	30cm	AA6+	DC2 Cris	
True Nation Peter   Season   APV-ATES   CC   Con Demonstration   Continue Name   Add   Continue Name   Add   Con Demonstration   Continue Name   Add   Add   Continue Name   Add   A										on 6+	
Volating Franker   Name	XV104 Ripside	WE	25cm	3+	5+	5+					
To The Analysis   The Common   Commo										Crit: Destroyed, units within 5cm take a hit	
E-China CK159   WE   2-Am   3   5   5   5   6   6   6   6   6   6   6										Tau Deflector Shield, Thick Rear Arrows	
E. Shan EXX39   Sq.										Walker DC 3 Orte Rull	
OR	Kelshan KX139 Supremacy	WE	15cm	3+	5+	5+	0-1 Nexus Missile Array	90cm	3 x MW5+, GM	1-2 The T'au Deflector obtold is down for the	
Manuflespolate  WE   30m   5							OR			rot of the game If already down doctroy	
Trus Marke Park   Sec.   Africant Act   Africant Act   Sec.   Africant Act   Africant Act   Sec.   Africant Act   Africant							Palse Ordinance Multi D	45cm	38P, Ind	3-6 - Take an extra point of damage	
Trus Marke Park   Sec.   Africant Act   Africant Act   Sec.   Africant Act   Africant Act   Sec.   Africant Act   Africant	Manta Dropship	WE	20cm	5+		4+				Battlessits; plus four armored vehicle or light vehicle points	
Page Stand AcC   Page						4	Twin Manta Burst Cares	30cm	AP5+/AA6+	rhind unit each	
Remark Rights										rounding up. Crisis Bartlessits and Ghortkeds coper se	
True Mark Brade   AC   Breaker   4	Barracuda Fighter	AC	Fighter	6+							
Tour Bare Canners   Non							Twin Missile Ped		AP5+/AT6+, FxF	·Meuross	
Top Shada Fee   See   AF   AF   AF   AF   AF   AF   AF	Tiger Shark Bomber	AC	Bomber	4+						Drone squadron, see special rules	
Type Shada AX-62   AC   Bember   4							Twin Missile Ped	45cm	AA6+ AP5+/AT6+, FxF		
Administration Matthew Section Administration Section Administration Section S	Tiger Shark AX-0-1	AC	Bomber	4+			Twin Burst Cannons	15cm	AA6+		
Transpring to Life to Action of Control of C							Aircraft Seeker Missiles	45cm	AA6+		
Two Made Pods Com  Two Made Pods Com  APVATE  Com department of Com Manuel Pods  Two Made Pods Com  APVATE  Com of General Com Manuel Pods  Com of General Com Manuel Pods  Com of General Com Manuel	Orca Deopship	AC	Bomber	4+	6+	6+	Twin Bone Cannons	15cn	AA6+	Planefall Transport up to 12 of	
Two Made Pods Com  Two Made Pods Com  APVATE  Com department of Com Manuel Pods  Two Made Pods Com  APVATE  Com of General Com Manuel Pods  Com of General Com Manuel Pods  Com of General Com Manuel										Fire Warriors, Pathfinders,	
Pomper Care with 2  Pomper Care with 2  Pomper Care with 2  Pomper Care with 2  Pomper Care Care Care Care with 2  Pomper Care Care Care Care Care Care Care Ca										units, Gun Dronos, Ghostkeds, Crists	
Pomper Care with 2  Pomper Care with 2  Pomper Care with 2  Pomper Care with 2  Pomper Care Care Care Care with 2  Pomper Care Care Care Care Care Care Care Ca							Twin Mitotle Pods	45cm	AP5+/AT6+	Suits: Ghoetkeek and Crisis Suits take up 2 slots each)	
Protector Class Cruiser SC n/a n/a n/a n/a n/a 2x Pin-Point Attack n/a MW2+, TK(D3) Transport										Damage Capacity 2. Critical Effect: The Occa and see	
The state of the s	hama or									transported units are destroyed	
employee years and employee and	Protector Class Cruiser	SC	n/a	n/a	n/a	0/4	2 x Pin-Point Attack	n/a	MW2+, TK(D3)	Transport	
										troops they carry, or one Manta and any troops within.	